Transformer

Embeddings

ResNetV2

Sequential

Sequential

PreActBottleneck

PreActBottleneck

PreActBottleneck

Sequential

PreActBottleneck

PreActBottleneck

PreActBottleneck

PreActBottleneck

Sequential

PreActBottleneck

PreActBottleneck

PreActBottleneck

PreActBottleneck

PreActBottleneck

PreActBottleneck

PreActBottleneck

PreActBottleneck

PreActBottleneck

AdaDABlock

LowRankWindowedPAM

Encoder

Block

Attention

Mlp

Block

Attention

Mlp

Block

Attention

Mlp

Block

Attention

Mlp

Block

Attention

Mlp

Block

Attention

Mlp

Block

Attention

Mlp

Block

Attention

Mlp

Block

Attention

Mlp

Block

Attention

Mlp

Block

Attention

Mlp

Block

Attention

Mlp

DecoderCup

Conv2dReLU

DecoderBlock

AdaDABlock

LowRankWindowedPAM

Conv2dReLU

Conv2dReLU

DecoderBlock

AdaDABlock

LowRankWindowedPAM

Conv2dReLU

Conv2dReLU

DecoderBlock

AdaDABlock

LowRankWindowedPAM

Conv2dReLU

Conv2dReLU

DecoderBlock

Conv2dReLU

Conv2dReLU

SegmentationHead

input-tensor
depth:0 (1, 1, 224, 224)

repeat
depth:1

input: (1, 1, 224, 224)
output: (1, 3, 224, 224)

StdConv2d
depth:5

input: (1, 3, 224, 224)
output: (1, 64, 112, 112)

GroupNorm
depth:5

input: (1, 64, 112, 112)
output: (1, 64, 112, 112)

ReLU

depth:5

input: (1, 64, 112, 112)
output: (1, 64, 112, 112)

MaxPool2d
depth:4

input: (1, 64, 112, 112)
output: (1, 64, 55, 55)

contiguous
depth:3

input: (1, 64, 112, 112)
output: (1, 64, 112, 112)

StdConv2d
depth:6

input: (1, 64, 55, 55)
output: (1, 256, 55, 55)

StdConv2d
depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

GroupNorm
depth:6

input: (1, 256, 55, 55)
output: (1, 256, 55, 55)

add
depth:6

input: 2 x (1, 256, 55, 55)
output: (1, 256, 55, 55)

GroupNorm
depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

ReLU

depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

StdConv2d
depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

GroupNorm
depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

ReLU

depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

StdConv2d
depth:6

input: (1, 64, 55, 55)
output: (1, 256, 55, 55)

GroupNorm
depth:6

input: (1, 256, 55, 55)
output: (1, 256, 55, 55)

ReLU

depth:6

input: (1, 256, 55, 55)
output: (1, 256, 55, 55)

StdConv2d
depth:6

input: (1, 256, 55, 55)
output: (1, 64, 55, 55)

add
depth:6

input: 2 x (1, 256, 55, 55)
output: (1, 256, 55, 55)

GroupNorm
depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

ReLU

depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

StdConv2d
depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

GroupNorm
depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

ReLU

depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

StdConv2d
depth:6

input: (1, 64, 55, 55)
output: (1, 256, 55, 55)

GroupNorm
depth:6

input: (1, 256, 55, 55)
output: (1, 256, 55, 55)

ReLU

depth:6

input: (1, 256, 55, 55)
output: (1, 256, 55, 55)

StdConv2d
depth:6

input: (1, 256, 55, 55)
output: (1, 64, 55, 55)

add
depth:6

input: 2 x (1, 256, 55, 55)
output: (1, 256, 55, 55)

GroupNorm
depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

ReLU

depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

StdConv2d
depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

GroupNorm
depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

ReLU

depth:6

input: (1, 64, 55, 55)
output: (1, 64, 55, 55)

StdConv2d
depth:6

input: (1, 64, 55, 55)
output: (1, 256, 55, 55)

GroupNorm
depth:6

input: (1, 256, 55, 55)
output: (1, 256, 55, 55)

ReLU

depth:6

input: (1, 256, 55, 55)
output: (1, 256, 55, 55)

__getitem__
depth:4

input: (1, 256, 55, 55)
output: (1, 256, 55, 55)

StdConv2d
depth:6

input: (1, 256, 55, 55)
output: (1, 512, 28, 28)

StdConv2d
depth:6

input: (1, 256, 55, 55)
output: (1, 128, 55, 55)

GroupNorm
depth:6

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

add
depth:6

input: 2 x (1, 512, 28, 28)
output: (1, 512, 28, 28)

GroupNorm
depth:6

input: (1, 128, 55, 55)
output: (1, 128, 55, 55)

ReLU

depth:6

input: (1, 128, 55, 55)
output: (1, 128, 55, 55)

StdConv2d
depth:6

input: (1, 128, 55, 55)
output: (1, 128, 28, 28)

GroupNorm
depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

ReLU

depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

StdConv2d
depth:6

input: (1, 128, 28, 28)
output: (1, 512, 28, 28)

GroupNorm
depth:6

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

ReLU

depth:6

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

StdConv2d
depth:6

input: (1, 512, 28, 28)
output: (1, 128, 28, 28)

add
depth:6

input: 2 x (1, 512, 28, 28)
output: (1, 512, 28, 28)

GroupNorm
depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

ReLU

depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

StdConv2d
depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

GroupNorm
depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

ReLU

depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

StdConv2d
depth:6

input: (1, 128, 28, 28)
output: (1, 512, 28, 28)

GroupNorm
depth:6

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

ReLU

depth:6

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

StdConv2d
depth:6

input: (1, 512, 28, 28)
output: (1, 128, 28, 28)

add
depth:6

input: 2 x (1, 512, 28, 28)
output: (1, 512, 28, 28)

GroupNorm
depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

ReLU

depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

StdConv2d
depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

GroupNorm
depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

ReLU

depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

StdConv2d
depth:6

input: (1, 128, 28, 28)
output: (1, 512, 28, 28)

GroupNorm
depth:6

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

ReLU

depth:6

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

StdConv2d
depth:6

input: (1, 512, 28, 28)
output: (1, 128, 28, 28)

add
depth:6

input: 2 x (1, 512, 28, 28)
output: (1, 512, 28, 28)

GroupNorm
depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

ReLU

depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

StdConv2d
depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

GroupNorm
depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

ReLU

depth:6

input: (1, 128, 28, 28)
output: (1, 128, 28, 28)

StdConv2d
depth:6

input: (1, 128, 28, 28)
output: (1, 512, 28, 28)

GroupNorm
depth:6

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

ReLU

depth:6

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

StdConv2d
depth:6

input: (1, 512, 28, 28)
output: (1, 1024, 14, 14)

StdConv2d
depth:6

input: (1, 512, 28, 28)
output: (1, 256, 28, 28)

contiguous
depth:3

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

GroupNorm
depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

add
depth:6

input: 2 x (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 256, 28, 28)
output: (1, 256, 28, 28)

ReLU

depth:6

input: (1, 256, 28, 28)
output: (1, 256, 28, 28)

StdConv2d
depth:6

input: (1, 256, 28, 28)
output: (1, 256, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

ReLU

depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

StdConv2d
depth:6

input: (1, 1024, 14, 14)
output: (1, 256, 14, 14)

add
depth:6

input: 2 x (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

ReLU

depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

StdConv2d
depth:6

input: (1, 1024, 14, 14)
output: (1, 256, 14, 14)

add
depth:6

input: 2 x (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

ReLU

depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

StdConv2d
depth:6

input: (1, 1024, 14, 14)
output: (1, 256, 14, 14)

add
depth:6

input: 2 x (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

ReLU

depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

StdConv2d
depth:6

input: (1, 1024, 14, 14)
output: (1, 256, 14, 14)

add
depth:6

input: 2 x (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

ReLU

depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

StdConv2d
depth:6

input: (1, 1024, 14, 14)
output: (1, 256, 14, 14)

add
depth:6

input: 2 x (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

ReLU

depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

StdConv2d
depth:6

input: (1, 1024, 14, 14)
output: (1, 256, 14, 14)

add
depth:6

input: 2 x (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

ReLU

depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

StdConv2d
depth:6

input: (1, 1024, 14, 14)
output: (1, 256, 14, 14)

add
depth:6

input: 2 x (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

ReLU

depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

StdConv2d
depth:6

input: (1, 1024, 14, 14)
output: (1, 256, 14, 14)

add
depth:6

input: 2 x (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

GroupNorm
depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

ReLU

depth:6

input: (1, 256, 14, 14)
output: (1, 256, 14, 14)

StdConv2d
depth:6

input: (1, 256, 14, 14)
output: (1, 1024, 14, 14)

GroupNorm
depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

ReLU

depth:6

input: (1, 1024, 14, 14)
output: (1, 1024, 14, 14)

Conv2d
depth:3

input: (1, 1024, 14, 14)
output: (1, 768, 14, 14)

contiguous
depth:5

input: (1, 768, 14, 14)
output: (1, 768, 14, 14)

GroupedCAM
depth:4

input: (1, 768, 14, 14)
output: (1, 768, 14, 14)

add
depth:4

input: 2 x (1, 768, 14, 14)
output: (1, 768, 14, 14)

view
depth:5

input: (1, 768, 14, 14)
output: (1, 768, 2, 7, 2, 7)

permute
depth:5

input: (1, 768, 2, 7, 2, 7)
output: (1, 2, 2, 768, 7, 7)

contiguous
depth:5

input: (1, 2, 2, 768, 7, 7)
output: (1, 2, 2, 768, 7, 7)

view
depth:5

input: (1, 2, 2, 768, 7, 7)
output: (4, 768, 7, 7)

view
depth:5

input: (4, 768, 7, 7)
output: (4, 768, 49)

Conv1d
depth:5

input: (4, 768, 49)
output: (4, 768, 49)

Conv1d
depth:5

input: (4, 768, 49)
output: (4, 768, 49)

Conv1d
depth:5

input: (4, 768, 49)
output: (4, 768, 49)

add
depth:5

input: 2 x (4, 768, 49)
output: (4, 768, 49)

transpose
depth:5

input: (4, 768, 49)
output: (4, 49, 768)

Linear
depth:5

input: (4, 768, 49)
output: (4, 768, 32)

Linear
depth:5

input: (4, 768, 49)
output: (4, 768, 32)

bmm
depth:5

input: (4, 49, 768), (4, 768, 32)
output: (4, 49, 32)

transpose
depth:5

input: (4, 768, 32)
output: (4, 32, 768)

softmax
depth:5

input: (4, 49, 32)
output: (4, 49, 32)

bmm
depth:5

input: (4, 49, 32), (4, 32, 768)
output: (4, 49, 768)

transpose
depth:5

input: (4, 49, 768)
output: (4, 768, 49)

mul
depth:5

input: (4, 768, 49)
output: (4, 768, 49)

view
depth:5

input: (4, 768, 49)
output: (4, 768, 7, 7)

contiguous
depth:5

input: (4, 768, 7, 7)
output: (4, 768, 7, 7)

view
depth:5

input: (4, 768, 7, 7)
output: (1, 2, 2, 768, 7, 7)

permute
depth:5

input: (1, 2, 2, 768, 7, 7)
output: (1, 768, 2, 7, 2, 7)

contiguous
depth:5

input: (1, 768, 2, 7, 2, 7)
output: (1, 768, 2, 7, 2, 7)

view
depth:5

input: (1, 768, 2, 7, 2, 7)
output: (1, 768, 14, 14)

mul
depth:4

input: (1, 768, 14, 14)
output: (1, 768, 14, 14)

mul
depth:4

input: (1, 768, 14, 14)
output: (1, 768, 14, 14)

add
depth:4

input: 2 x (1, 768, 14, 14)
output: (1, 768, 14, 14)

Conv2d
depth:4

input: (1, 768, 14, 14)
output: (1, 768, 14, 14)

flatten
depth:3

input: (1, 768, 14, 14)
output: (1, 768, 196)

transpose
depth:3

input: (1, 768, 196)
output: (1, 196, 768)

contiguous
depth:3

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:3

input: (1, 196, 768)
output: (1, 196, 768)

Dropout
depth:3

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 64), (1, 12, 64, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

transpose
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 64, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 196), (1, 12, 196, 64)
output: (1, 12, 196, 64)

div
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Softmax
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Dropout
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 12, 196, 64)
output: (1, 196, 12, 64)

contiguous
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 3072)

gelu
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Dropout
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Linear
depth:5

input: (1, 196, 3072)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 64), (1, 12, 64, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

transpose
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 64, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 196), (1, 12, 196, 64)
output: (1, 12, 196, 64)

div
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Softmax
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Dropout
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 12, 196, 64)
output: (1, 196, 12, 64)

contiguous
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 3072)

gelu
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Dropout
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Linear
depth:5

input: (1, 196, 3072)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 64), (1, 12, 64, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

transpose
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 64, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 196), (1, 12, 196, 64)
output: (1, 12, 196, 64)

div
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Softmax
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Dropout
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 12, 196, 64)
output: (1, 196, 12, 64)

contiguous
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 3072)

gelu
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Dropout
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Linear
depth:5

input: (1, 196, 3072)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 64), (1, 12, 64, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

transpose
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 64, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 196), (1, 12, 196, 64)
output: (1, 12, 196, 64)

div
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Softmax
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Dropout
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 12, 196, 64)
output: (1, 196, 12, 64)

contiguous
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 3072)

gelu
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Dropout
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Linear
depth:5

input: (1, 196, 3072)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 64), (1, 12, 64, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

transpose
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 64, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 196), (1, 12, 196, 64)
output: (1, 12, 196, 64)

div
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Softmax
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Dropout
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 12, 196, 64)
output: (1, 196, 12, 64)

contiguous
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 3072)

gelu
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Dropout
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Linear
depth:5

input: (1, 196, 3072)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 64), (1, 12, 64, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

transpose
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 64, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 196), (1, 12, 196, 64)
output: (1, 12, 196, 64)

div
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Softmax
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Dropout
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 12, 196, 64)
output: (1, 196, 12, 64)

contiguous
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 3072)

gelu
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Dropout
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Linear
depth:5

input: (1, 196, 3072)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 64), (1, 12, 64, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

transpose
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 64, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 196), (1, 12, 196, 64)
output: (1, 12, 196, 64)

div
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Softmax
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Dropout
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 12, 196, 64)
output: (1, 196, 12, 64)

contiguous
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 3072)

gelu
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Dropout
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Linear
depth:5

input: (1, 196, 3072)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 64), (1, 12, 64, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

transpose
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 64, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 196), (1, 12, 196, 64)
output: (1, 12, 196, 64)

div
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Softmax
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Dropout
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 12, 196, 64)
output: (1, 196, 12, 64)

contiguous
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 3072)

gelu
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Dropout
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Linear
depth:5

input: (1, 196, 3072)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 64), (1, 12, 64, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

transpose
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 64, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 196), (1, 12, 196, 64)
output: (1, 12, 196, 64)

div
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Softmax
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Dropout
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 12, 196, 64)
output: (1, 196, 12, 64)

contiguous
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 3072)

gelu
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Dropout
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Linear
depth:5

input: (1, 196, 3072)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 64), (1, 12, 64, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

transpose
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 64, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 196), (1, 12, 196, 64)
output: (1, 12, 196, 64)

div
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Softmax
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Dropout
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 12, 196, 64)
output: (1, 196, 12, 64)

contiguous
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 3072)

gelu
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Dropout
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Linear
depth:5

input: (1, 196, 3072)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 64), (1, 12, 64, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

transpose
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 64, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 196), (1, 12, 196, 64)
output: (1, 12, 196, 64)

div
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Softmax
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Dropout
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 12, 196, 64)
output: (1, 196, 12, 64)

contiguous
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 3072)

gelu
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Dropout
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Linear
depth:5

input: (1, 196, 3072)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 768)
output: (1, 196, 12, 64)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 64), (1, 12, 64, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

transpose
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 64, 196)

permute
depth:5

input: (1, 196, 12, 64)
output: (1, 12, 196, 64)

contiguous
depth:5

input: (1, 12, 196, 64)
output: (1, 12, 196, 64)

matmul
depth:5

input: (1, 12, 196, 196), (1, 12, 196, 64)
output: (1, 12, 196, 64)

div
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Softmax
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

Dropout
depth:5

input: (1, 12, 196, 196)
output: (1, 12, 196, 196)

permute
depth:5

input: (1, 12, 196, 64)
output: (1, 196, 12, 64)

contiguous
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 12, 64)

view
depth:5

input: (1, 196, 12, 64)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:4

input: (1, 196, 768)
output: (1, 196, 768)

add
depth:4

input: 2 x (1, 196, 768)
output: (1, 196, 768)

Linear
depth:5

input: (1, 196, 768)
output: (1, 196, 3072)

gelu
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Dropout
depth:5

input: (1, 196, 3072)
output: (1, 196, 3072)

Linear
depth:5

input: (1, 196, 3072)
output: (1, 196, 768)

Dropout
depth:5

input: (1, 196, 768)
output: (1, 196, 768)

LayerNorm
depth:3

input: (1, 196, 768)
output: (1, 196, 768)

permute
depth:2

input: (1, 196, 768)
output: (1, 768, 196)

contiguous
depth:2

input: (1, 768, 196)
output: (1, 768, 196)

view
depth:2

input: (1, 768, 196)
output: (1, 768, 14, 14)

Conv2d
depth:3

input: (1, 768, 14, 14)
output: (1, 512, 14, 14)

BatchNorm2d
depth:3

input: (1, 512, 14, 14)
output: (1, 512, 14, 14)

ReLU
depth:3

input: (1, 512, 14, 14)
output: (1, 512, 14, 14)

UpsamplingBilinear2d
depth:3

input: (1, 512, 14, 14)
output: (1, 512, 28, 28)

cat

depth:3

input: 2 x (1, 512, 28, 28)
output: (1, 1024, 28, 28)

contiguous
depth:5

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

GroupedCAM
depth:4

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

add
depth:4

input: 2 x (1, 512, 28, 28)
output: (1, 512, 28, 28)

view
depth:5

input: (1, 512, 28, 28)
output: (1, 512, 4, 7, 4, 7)

permute
depth:5

input: (1, 512, 4, 7, 4, 7)
output: (1, 4, 4, 512, 7, 7)

contiguous
depth:5

input: (1, 4, 4, 512, 7, 7)
output: (1, 4, 4, 512, 7, 7)

view
depth:5

input: (1, 4, 4, 512, 7, 7)
output: (16, 512, 7, 7)

view
depth:5

input: (16, 512, 7, 7)
output: (16, 512, 49)

Conv1d
depth:5

input: (16, 512, 49)
output: (16, 512, 49)

Conv1d
depth:5

input: (16, 512, 49)
output: (16, 512, 49)

Conv1d
depth:5

input: (16, 512, 49)
output: (16, 512, 49)

add
depth:5

input: 2 x (16, 512, 49)
output: (16, 512, 49)

transpose
depth:5

input: (16, 512, 49)
output: (16, 49, 512)

Linear
depth:5

input: (16, 512, 49)
output: (16, 512, 32)

Linear
depth:5

input: (16, 512, 49)
output: (16, 512, 32)

bmm
depth:5

input: (16, 49, 512), (16, 512, 32)
output: (16, 49, 32)

transpose
depth:5

input: (16, 512, 32)
output: (16, 32, 512)

softmax
depth:5

input: (16, 49, 32)
output: (16, 49, 32)

bmm
depth:5

input: (16, 49, 32), (16, 32, 512)
output: (16, 49, 512)

transpose
depth:5

input: (16, 49, 512)
output: (16, 512, 49)

mul
depth:5

input: (16, 512, 49)
output: (16, 512, 49)

view
depth:5

input: (16, 512, 49)
output: (16, 512, 7, 7)

contiguous
depth:5

input: (16, 512, 7, 7)
output: (16, 512, 7, 7)

view
depth:5

input: (16, 512, 7, 7)
output: (1, 4, 4, 512, 7, 7)

permute
depth:5

input: (1, 4, 4, 512, 7, 7)
output: (1, 512, 4, 7, 4, 7)

contiguous
depth:5

input: (1, 512, 4, 7, 4, 7)
output: (1, 512, 4, 7, 4, 7)

view
depth:5

input: (1, 512, 4, 7, 4, 7)
output: (1, 512, 28, 28)

mul
depth:4

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

mul
depth:4

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

add
depth:4

input: 2 x (1, 512, 28, 28)
output: (1, 512, 28, 28)

Conv2d
depth:4

input: (1, 512, 28, 28)
output: (1, 512, 28, 28)

Conv2d
depth:4

input: (1, 1024, 28, 28)
output: (1, 256, 28, 28)

BatchNorm2d
depth:4

input: (1, 256, 28, 28)
output: (1, 256, 28, 28)

ReLU

depth:4

input: (1, 256, 28, 28)
output: (1, 256, 28, 28)

Conv2d
depth:4

input: (1, 256, 28, 28)
output: (1, 256, 28, 28)

BatchNorm2d
depth:4

input: (1, 256, 28, 28)
output: (1, 256, 28, 28)

ReLU
depth:4

input: (1, 256, 28, 28)
output: (1, 256, 28, 28)

UpsamplingBilinear2d
depth:3

input: (1, 256, 28, 28)
output: (1, 256, 56, 56)

cat

depth:3

input: 2 x (1, 256, 56, 56)
output: (1, 512, 56, 56)

contiguous
depth:3

input: (1, 256, 56, 56)
output: (1, 256, 56, 56)

contiguous
depth:5

input: (1, 256, 56, 56)
output: (1, 256, 56, 56)

GroupedCAM
depth:4

input: (1, 256, 56, 56)
output: (1, 256, 56, 56)

add
depth:4

input: 2 x (1, 256, 56, 56)
output: (1, 256, 56, 56)

view
depth:5

input: (1, 256, 56, 56)
output: (1, 256, 8, 7, 8, 7)

permute
depth:5

input: (1, 256, 8, 7, 8, 7)
output: (1, 8, 8, 256, 7, 7)

contiguous
depth:5

input: (1, 8, 8, 256, 7, 7)
output: (1, 8, 8, 256, 7, 7)

view
depth:5

input: (1, 8, 8, 256, 7, 7)
output: (64, 256, 7, 7)

view
depth:5

input: (64, 256, 7, 7)
output: (64, 256, 49)

Conv1d
depth:5

input: (64, 256, 49)
output: (64, 256, 49)

Conv1d
depth:5

input: (64, 256, 49)
output: (64, 256, 49)

Conv1d
depth:5

input: (64, 256, 49)
output: (64, 256, 49)

add
depth:5

input: 2 x (64, 256, 49)
output: (64, 256, 49)

transpose
depth:5

input: (64, 256, 49)
output: (64, 49, 256)

Linear
depth:5

input: (64, 256, 49)
output: (64, 256, 32)

Linear
depth:5

input: (64, 256, 49)
output: (64, 256, 32)

bmm
depth:5

input: (64, 49, 256), (64, 256, 32)
output: (64, 49, 32)

transpose
depth:5

input: (64, 256, 32)
output: (64, 32, 256)

softmax
depth:5

input: (64, 49, 32)
output: (64, 49, 32)

bmm
depth:5

input: (64, 49, 32), (64, 32, 256)
output: (64, 49, 256)

transpose
depth:5

input: (64, 49, 256)
output: (64, 256, 49)

mul
depth:5

input: (64, 256, 49)
output: (64, 256, 49)

view
depth:5

input: (64, 256, 49)
output: (64, 256, 7, 7)

contiguous
depth:5

input: (64, 256, 7, 7)
output: (64, 256, 7, 7)

view
depth:5

input: (64, 256, 7, 7)
output: (1, 8, 8, 256, 7, 7)

permute
depth:5

input: (1, 8, 8, 256, 7, 7)
output: (1, 256, 8, 7, 8, 7)

contiguous
depth:5

input: (1, 256, 8, 7, 8, 7)
output: (1, 256, 8, 7, 8, 7)

view
depth:5

input: (1, 256, 8, 7, 8, 7)
output: (1, 256, 56, 56)

mul
depth:4

input: (1, 256, 56, 56)
output: (1, 256, 56, 56)

mul
depth:4

input: (1, 256, 56, 56)
output: (1, 256, 56, 56)

add
depth:4

input: 2 x (1, 256, 56, 56)
output: (1, 256, 56, 56)

Conv2d
depth:4

input: (1, 256, 56, 56)
output: (1, 256, 56, 56)

Conv2d
depth:4

input: (1, 512, 56, 56)
output: (1, 128, 56, 56)

BatchNorm2d
depth:4

input: (1, 128, 56, 56)
output: (1, 128, 56, 56)

ReLU

depth:4

input: (1, 128, 56, 56)
output: (1, 128, 56, 56)

Conv2d
depth:4

input: (1, 128, 56, 56)
output: (1, 128, 56, 56)

BatchNorm2d
depth:4

input: (1, 128, 56, 56)
output: (1, 128, 56, 56)

ReLU

depth:4

input: (1, 128, 56, 56)
output: (1, 128, 56, 56)

UpsamplingBilinear2d
depth:3

input: (1, 128, 56, 56)
output: (1, 128, 112, 112)

cat

depth:3

input: (1, 128, 112, 112), (1, 64, 112, 112)
output: (1, 192, 112, 112)

contiguous
depth:5

input: (1, 64, 112, 112)
output: (1, 64, 112, 112)

GroupedCAM
depth:4

input: (1, 64, 112, 112)
output: (1, 64, 112, 112)

add
depth:4

input: 2 x (1, 64, 112, 112)
output: (1, 64, 112, 112)

view
depth:5

input: (1, 64, 112, 112)
output: (1, 64, 16, 7, 16, 7)

permute
depth:5

input: (1, 64, 16, 7, 16, 7)
output: (1, 16, 16, 64, 7, 7)

contiguous
depth:5

input: (1, 16, 16, 64, 7, 7)
output: (1, 16, 16, 64, 7, 7)

view
depth:5

input: (1, 16, 16, 64, 7, 7)
output: (256, 64, 7, 7)

view
depth:5

input: (256, 64, 7, 7)
output: (256, 64, 49)

Conv1d
depth:5

input: (256, 64, 49)
output: (256, 64, 49)

Conv1d
depth:5

input: (256, 64, 49)
output: (256, 64, 49)

Conv1d
depth:5

input: (256, 64, 49)
output: (256, 64, 49)

add
depth:5

input: 2 x (256, 64, 49)
output: (256, 64, 49)

transpose
depth:5

input: (256, 64, 49)
output: (256, 49, 64)

Linear
depth:5

input: (256, 64, 49)
output: (256, 64, 32)

Linear
depth:5

input: (256, 64, 49)
output: (256, 64, 32)

bmm
depth:5

input: (256, 49, 64), (256, 64, 32)
output: (256, 49, 32)

transpose
depth:5

input: (256, 64, 32)
output: (256, 32, 64)

softmax
depth:5

input: (256, 49, 32)
output: (256, 49, 32)

bmm
depth:5

input: (256, 49, 32), (256, 32, 64)
output: (256, 49, 64)

transpose
depth:5

input: (256, 49, 64)
output: (256, 64, 49)

mul
depth:5

input: (256, 64, 49)
output: (256, 64, 49)

view
depth:5

input: (256, 64, 49)
output: (256, 64, 7, 7)

contiguous
depth:5

input: (256, 64, 7, 7)
output: (256, 64, 7, 7)

view
depth:5

input: (256, 64, 7, 7)
output: (1, 16, 16, 64, 7, 7)

permute
depth:5

input: (1, 16, 16, 64, 7, 7)
output: (1, 64, 16, 7, 16, 7)

contiguous
depth:5

input: (1, 64, 16, 7, 16, 7)
output: (1, 64, 16, 7, 16, 7)

view
depth:5

input: (1, 64, 16, 7, 16, 7)
output: (1, 64, 112, 112)

mul
depth:4

input: (1, 64, 112, 112)
output: (1, 64, 112, 112)

mul
depth:4

input: (1, 64, 112, 112)
output: (1, 64, 112, 112)

add
depth:4

input: 2 x (1, 64, 112, 112)
output: (1, 64, 112, 112)

Conv2d
depth:4

input: (1, 64, 112, 112)
output: (1, 64, 112, 112)

Conv2d
depth:4

input: (1, 192, 112, 112)
output: (1, 64, 112, 112)

BatchNorm2d
depth:4

input: (1, 64, 112, 112)
output: (1, 64, 112, 112)

ReLU

depth:4

input: (1, 64, 112, 112)
output: (1, 64, 112, 112)

Conv2d
depth:4

input: (1, 64, 112, 112)
output: (1, 64, 112, 112)

BatchNorm2d
depth:4

input: (1, 64, 112, 112)
output: (1, 64, 112, 112)

ReLU

depth:4

input: (1, 64, 112, 112)
output: (1, 64, 112, 112)

UpsamplingBilinear2d
depth:3

input: (1, 64, 112, 112)
output: (1, 64, 224, 224)

Conv2d
depth:4

input: (1, 64, 224, 224)
output: (1, 16, 224, 224)

BatchNorm2d
depth:4

input: (1, 16, 224, 224)
output: (1, 16, 224, 224)

ReLU
depth:4

input: (1, 16, 224, 224)
output: (1, 16, 224, 224)

Conv2d
depth:4

input: (1, 16, 224, 224)
output: (1, 16, 224, 224)

BatchNorm2d
depth:4

input: (1, 16, 224, 224)
output: (1, 16, 224, 224)

ReLU

depth:4

input: (1, 16, 224, 224)
output: (1, 16, 224, 224)

Conv2d
depth:2

input: (1, 16, 224, 224)
output: (1, 9, 224, 224)

Identity
depth:2

input: (1, 9, 224, 224)
output: (1, 9, 224, 224)

output-tensor
depth:0 (1, 9, 224, 224)